Hannah Elizabeth Gilino

hannahgilino@gmail.com · Portland, OR area (remote) · hannahgilino.com · linkedin.com/in/hannahgilino

SUMMARY

Product engineer and founder with 8+ years building software, from enterprise 3-D simulation tools to mobile and web apps for client product teams. Designed, built and grew two consumer subscription apps solo: Luna Focus (11.5K+ signups, 4.8★) and Pink Moon, an end-to-end encrypted period and pregnancy tracker. Strongest in React, TypeScript and Flutter.

EXPERIENCE

Founder & Product Engineer — Pink Moon · Remote · May 2026 – Present
End-to-end encrypted period & pregnancy tracker for iOS and Android (Flutter, Firebase, RevenueCat) · pinkmoonperiod.com

- Took Pink Moon from idea to live on the App Store and Google Play in under four months, including attorney, engineering and medical content reviews and a 28-person beta program (launched Aug 31, 2026).
- Designed end-to-end encrypted cloud backup (AES-256-GCM, Argon2id), so only the user can decrypt their health data.
- Built six tracking modes, from first period to postmenopause, each with personalized content.
- Built the marketing site in React and TypeScript on Firebase Hosting, with Cloud Functions for waitlist signups.

Founder & Product Engineer — Luna Focus · Remote · Oct 2021 – Present (full time since Apr 2024)
Lunar-guided goal-setting and self-reflection app for iOS and Android (Flutter, Firebase, RevenueCat) · lunafocus.com

- Designed every screen from paper sketches to production UI, then built and grew this bootstrapped subscription app solo over 5+ years to 11.5K+ signups and a 4.8★ rating (127 ratings).
- Built a page-by-page onboarding funnel, found a 40% first-screen drop-off and cut it to ~15%; rebuilt onboarding around a personalization quiz, raising paywall reach from ~50% to 75%.
- Cut Meta cost per install 61% and raised click-through 58% by redesigning ad creative and campaign structure.
- Built a content system that lets new audio guides go live from Firebase without an app release, plus an on-device astronomical moon calculator powering the app's moon data.

Software Engineer — 7Factor (software consultancy) · Remote · Aug 2021 – Apr 2024

- Helped rebuild a Fortune 1000 fleet-payments app from scratch in Flutter as one of its first three engineers (now 4.6★, 23K+ ratings), building its signup, payment flows and core UI components.
- Prototyped UX options in React for a healthcare SaaS team without a designer, then shipped the chosen designs.
- Onboarded and mentored engineers across client teams through pair and mob programming.

Software Engineer — ExxonMobil · Houston, TX · Aug 2018 – Aug 2021
Reservoir modeling and 3-D simulation software used by geoscientists worldwide

- Designed the Azure cloud architecture to run the simulation platform in Europe and US datacenters, so geoscientists could run heavy 3-D simulations with low latency.
- Built desktop features and made property statistics calculations up to 4.7× faster with multithreading.
- Served as Scrum Master, running sprint planning and retros.

Software Engineering Intern — Intel · Summer 2017 · Performance-tuned serial and parallel applications with Intel® VTune™ Amplifier and proposed a simplified interface to make the tool easier for novice developers.

SKILLS & EDUCATION

Front end & web: React, TypeScript, JavaScript, Tailwind, accessible and responsive UI, component libraries, unit testing
Mobile: Flutter/Dart, iOS and Android releases, RevenueCat subscriptions, push and local notifications
Back end & infrastructure: Firebase (Firestore, Cloud Functions, Auth, Hosting), REST APIs, Cloudflare, Microsoft Azure, CI/CD, end-to-end encryption (AES-256-GCM, Argon2id), health-data handling
Product & design: Funnel analytics, onboarding and paywall optimization, A/B testing, user interviews, prototyping, Figma

B.S. Software Engineering, Baylor University — May 2018 · Founder & President, Women in Computer Science · Computer Science Outstanding Service Award · Upsilon Pi Epsilon honor society